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sand-pits. — Dr. Washington Matthews, giving illustrations of the connection between "Myth and Ceremony," draws on his unrivalled knowledge of the Navajos. From this article, as well as that contributed by the writer of this notice, extracts are elsewhere given. — Professor Hale's "Fall of Hochelaga" has appeared in a previous number of this Journal. — "Folk-Lore of Precious Stones" is noticed, and the varieties of stones connected with superstitious usage elaborately catalogued by G. F. Kunz. — Professor Chamberlain gives Kootenay tales concerning "The Coyote and the Owl." — In the department of religions, Prof. M. Jastrow lays proper emphasis on the historical method. He notes the part played by folk-lore in this study, pointing out what he considers the danger of abuse of the comparative method, while insisting on its utility under proper limitations. — Mrs. Sara Y. Stevenson, following especially the guidance of Maspero, gives an account of the Egyptian ritual of Ap-Ro, or the "opening of the mouth," by which life was brought down to dwell in the dead or in his image. This ceremony was a dramatic representation of the Osirian drama, in which the mummy played the rôle of Osiris. — Mrs. M. C. Stevenson gives a sketch entitled "A Chapter of Zuñi Mythology." — Dr. C. Adler makes remarks on museum collections illustrative of the history of religions. — Other papers, which we have not been able to enumerate, are contained in the publication; the subdivisions of the Congress were Physical Anthropology, Archæology, Folk-Lore, Religions, and Linguistics.

W. W. N.

THE TRADITIONAL GAMES OF ENGLAND, SCOTLAND, AND IRELAND, with tunes, singing-rhymes, and methods of playing according to the variants extant and recorded in different parts of the kingdom. Collected and annotated by ALICE BERTHA GOMME. Vol. I. Accroshay-Nuts in May. London: David Nutt, 270, 271 Strand. 1894. Pp. xx, 433.

Strange to say, we have in this excellent and elaborate collection the first gathering of English children's games which has been made with any pretence to thoroughness. The only accessible collection of the sort has hitherto been that of W. W. Newell, "Games and Songs of American Children," Harper and Brothers, 1883, a work limited to games having formulas, especially singing games. The editor of the latter, from the information at his disposal, concluded that in America this species of children's tradition had been better preserved than in England, and also that the forms of American game-rhymes always differed from those in use in England. Further research has shown that these opinions were not correct, the apparent imperfection and variation of the English rhymes being due solely to deficiency of record. The present collection, besides being much fuller than its predecessor, is greatly superior in respect of description of the manner of playing; the American gleaner had derived many of his games from persons of a mature age, who remembered the words but not the action. This information, illustrated by sketches, is very welcome. It cannot, however, be said that the more extended observation has brought to light a great number of very important games, or that the numerous additional versions throw great light on the origin of these; while in regard to

provincial usages and amusements, a great number of quaint and interesting titles and phrases are added.

The present volume is the first instalment of a great and much-needed undertaking, — a complete dictionary of British folk-lore. This great enterprise, planned by Mr. G. L. Gomme shortly after the establishment of the Folk-Lore Society in 1878, has now arrived at a point so advanced that a great part of the matter is in readiness for publication ; but in consequence of its compass of the material it has been thought best to issue the dictionary in parts, with separate alphabetical arrangement, and of this plan the work on games is the beginning. The work is to be completed in a second volume, in which will be given comparisons with foreign games.

A very interesting question, which this book enables us to consider, is the relation of words and gestures in games, comparable to that of myth and rite in worship. This relation appears to be exceedingly complicated. It cannot be said that the actions are more ancient than the words ; on the contrary, the latter often serve as the guide to the real character of the game, when the manner of playing would furnish no light. On the other hand, it cannot be considered that the connection of the present rhymes with a game is in all cases original. Thus, for example, where it was desired to separate a party into two sets, such a division might be accomplished by requiring a choice between two objects (as, for example, rose and lily), each conferring admission to one side, but which side being unknown to the guesser. Once more, the person compelled to guess might be chosen by forcing the line to pass through two players with uplifted arms, which might be dropped at any time, and by which the player might be caught, in spite of attempts at evasion. Such method of selection might be a matter of convenience or pleasure, and this way might come to be associated with different ideas. The uplifted arms might be compared to raised gates, or to a portcullis, or to a drawbridge ready to fall ; or their descent might be likened to the breaking of a bridge. But with broken bridges are connected legends, namely, that the permanence of such structures can only be secured by a human sacrifice ; the imprisoned person, caught between the falling arms of the two guardians, might therefore be considered as such a sacrifice. This is what seems actually to have occurred in English versions of the game of "London Bridge ;" at least that is the way in which the writer would now be inclined to consider the facts. Then this popular way of choosing sides might be connected with game-rhymes introduced with which it had no original relation, as has happened in the English game of "Oranges and Lemons," where a modern nursery rhyme has been used simply because it suggested a choice between two objects, or in some forms of the English game of "How many miles to Babylon," where the action has been used in connection with a game-rhyme to which it had no original relation. It is obvious, therefore, that the attempt to trace conjecturally the origin of any game beyond the point at which the words make it clear is beset with difficulties. While it is certain that many games do present the survival of ancient rite and custom, in any given case the task of guessing is very hazardous, and anything like certainty can only be attained by extensive comparative examination. The editor, in our

opinion, is too much inclined to consider these game-rhymes as coming from a purely English source, rather than as the forms of a modern European system. But this comment applies only to certain of the hypotheses respecting origin, and has nothing to do with the main scope and purpose of the work, which deserves unqualified praise.

For one exceedingly ingenious and probable conjecture we must find room. Every child knows the rhyme: "Here we come, gathering nuts in May." Why "nuts in May"? "Knots of May" has been a familiar expression for those garlands or "baskets" ("May-baskets") which May parties go out to seek; it would therefore seem likely that this would be the proper spelling. The rhyme, therefore, represents the obtaining of a partner for the May ceremonies. Whether the analogy is to be carried farther, and it is to be considered that the action of the game describes the possible ancient practice of forcibly carrying off such a partner, is more doubtful.

The singing games are accompanied by the music, which appears to be faithfully and excellently indicated.

W. W. N.

CHILDREN'S SINGING GAMES. With the tunes to which they are sung. Collected and edited by ALICE B. GOMME. Pictured in black and white by WINIFRED SMITH. David Nutt, in the Strand, London. Macmillan and Co., New York. No date. Pp. 70.

This little work contains eight singing games, taken from the collection just noticed. The book, which is intended for the pleasure of children, and for use in the family and the kindergarten, is illustrated after a fashion now common in holiday publications relating to child-life. The antiquity of the games, together with their intrinsic attraction, is likely to render these of permanent interest to the English-speaking world. As we write, our attention is drawn to a series of articles contained in the "New York Tribune," from the pen of a well-known musical critic, Mr. H. E. Krehbiel. Mr. Krehbiel favors the hypothesis of the mythologic significance of certain of the songs, being inclined, for example, in the words, "Ring round the rosy," belonging to a familiar game-rhyme, to find one of the titles of the goddess Holda or Holle. At all events, whatever differences of opinion may continue to exist respecting the original meaning of this or that rhyme, there is every reason to suppose that in some of these games we have survivals of ancient religious ritual, as well as of early social usage.

BIBLIOGRAFIA DELLE TRADIZIONI POPOLARI D' ITALIA. Compilata da GIUSEPPE PITRÈ. Con tre indici speciali. Torino-Palermo. Carlo Clausen. MDCCCXCIV. Pp. xx, 603.

In this most valuable and laborious bibliography the illustrious compiler has added to the debt which the study of folk-lore owes to him, far more than to any other Italian scholar, and has given to the very imperfect bibliography of folk-lore an admirable beginning and example. The work includes not only books (of which about a thousand are catalogued), but also articles contained in periodicals and newspapers, almanacs, calendars,